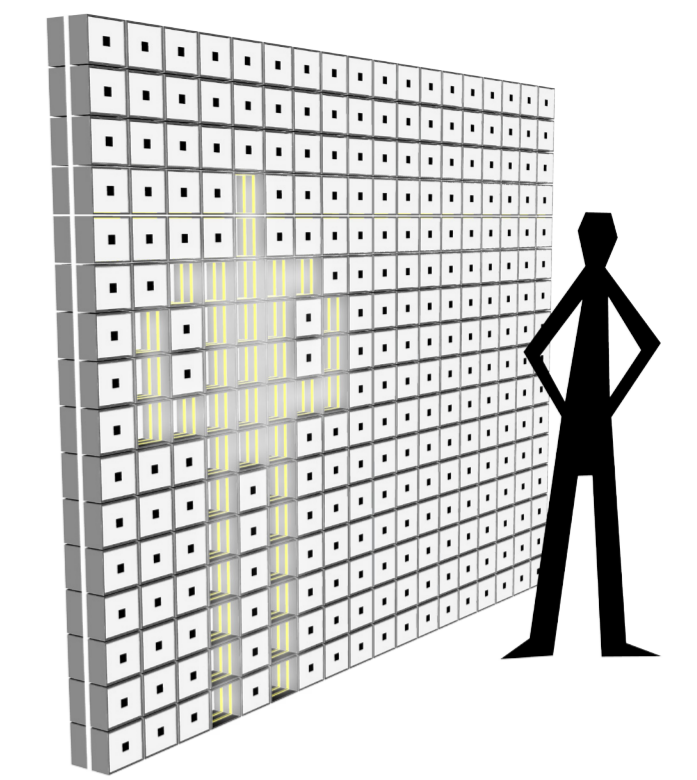
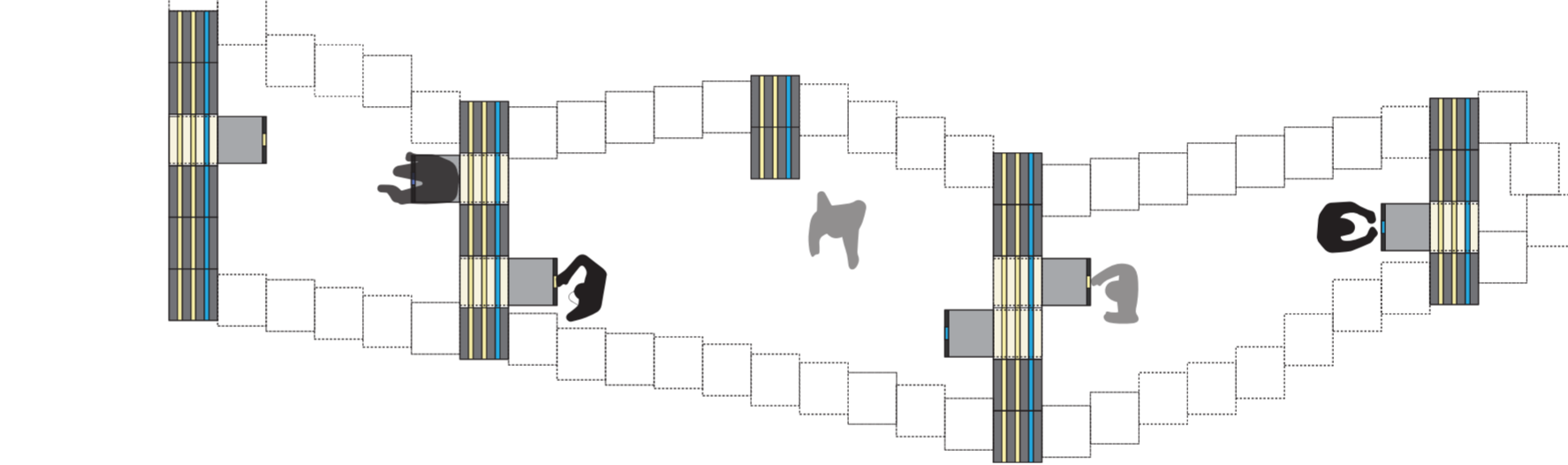
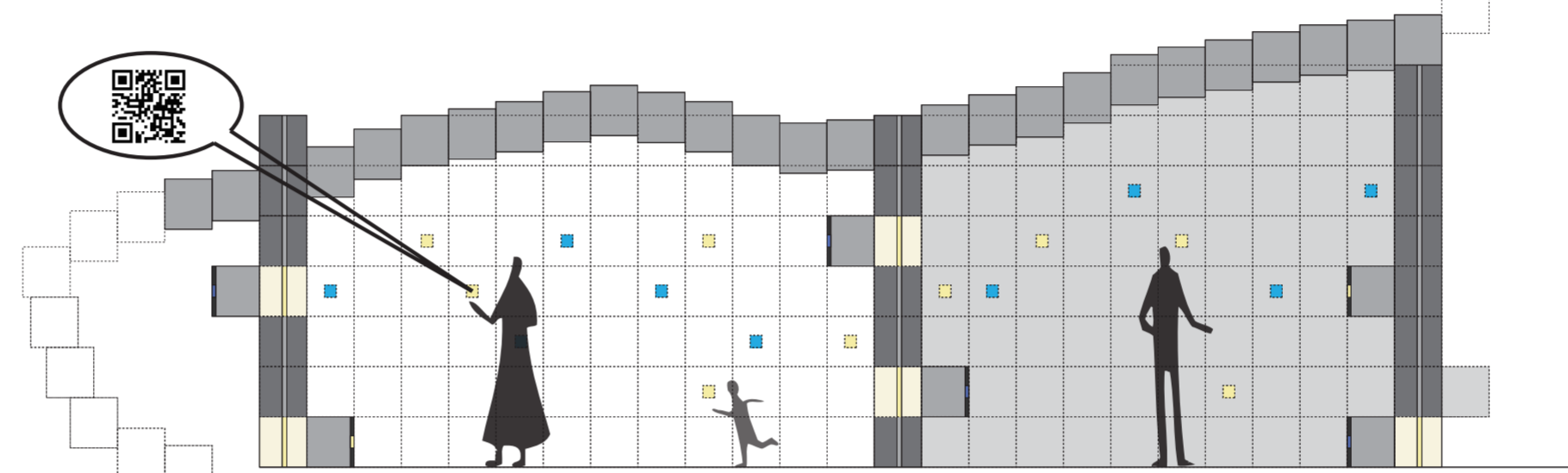
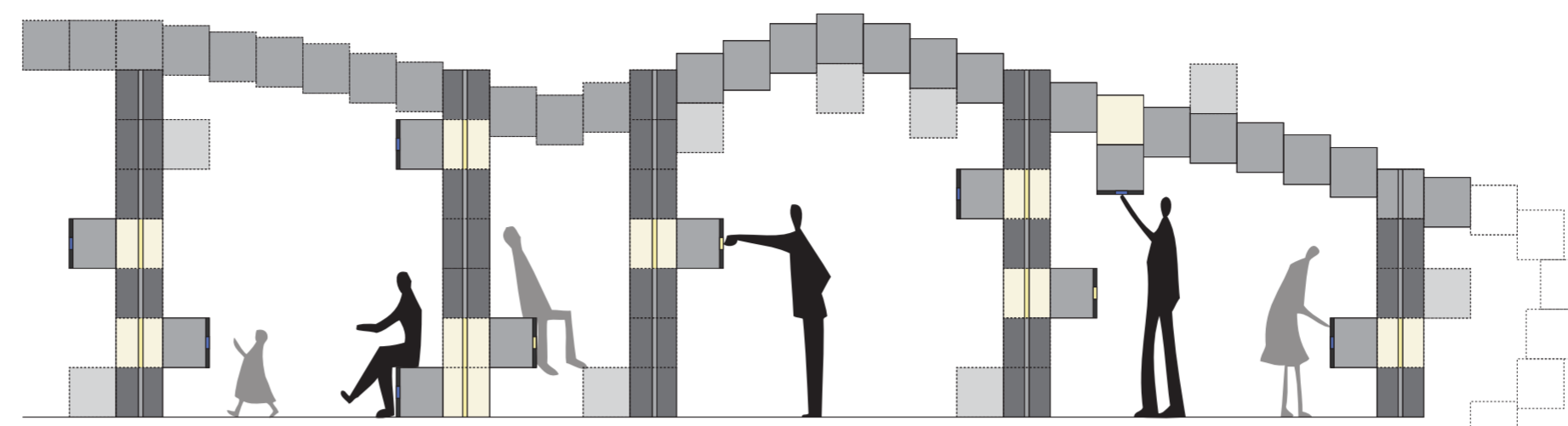


# VISUALIZING DISCORDS

Media and technologies, like smartphones, have become a vital tool relied by individuals. It creates an interconnected virtual network within the world. Meanwhile, it leaves the physical life empty as well as losses physical reactions with the city. The proposal aims to create a new dialogue between physical space, with media and technology, which could play an essential role in establishing innovative interactions between physical space with participants. A well-planned place may prevent itself from integrating with social participations; may arrest public visions; may limit its capacity to respond to citizens' diverse demands on physical space. Evident but forgotten public spaces are to be adapted to serve contemporary democratic visions from the public in more intimate loci.

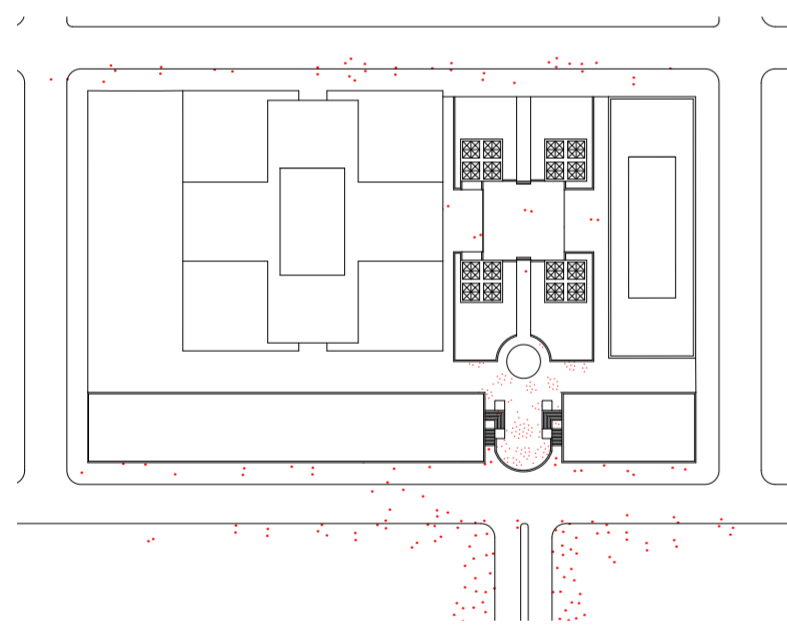
Place Ville-Marie marks the affirmation of architectural modernity in Montreal. Inaugurated in 1962, the huge commercial and office complex dominates an elevated urban esplanade as the end of Avenue McGill College. Its civil functions have been pre-defined and well-designed for shopping and working. Acting as a dominant power structure, Place Ville-Marie proves itself a social-economic locus on the civic disposition of the plaza in relation to citizens. The unequal spatial relationship merely builds up visual connections rather than further physical and virtual engagements with citizens. Our concept raises a new approach to reconcile this discord. A street installment works on reinforcing social interactions to forgotten public space with aids of media and technologies. It makes public participate, share, or express their thoughts directly.



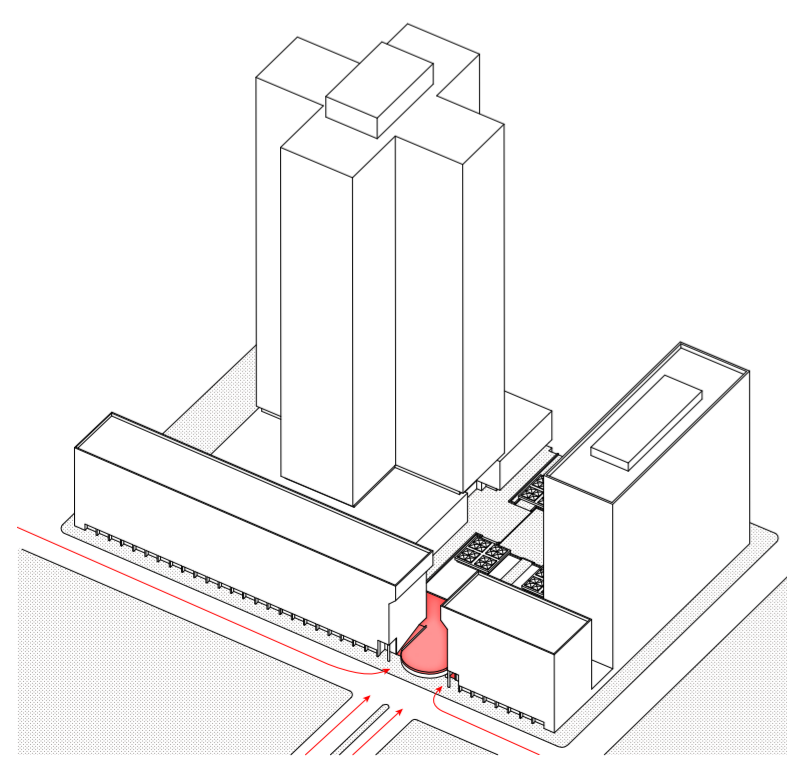
People tend to express their opinions online since the internet hides their true identities. Therefore, online discords seem intangible but more severe. What if those discords exhibit via physical spaces? What if those discords show in tangible patterns?

In this concept, people could interact with the installation with QR code to express their opinions about specific issues: for it or against it? Each choice will be stored in a single unit, and the inner core will stretch out to unblock the specific light.

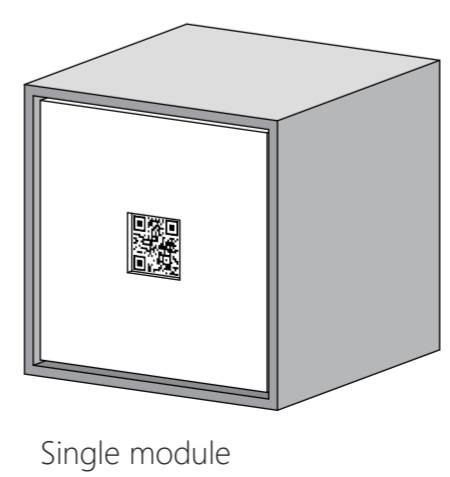
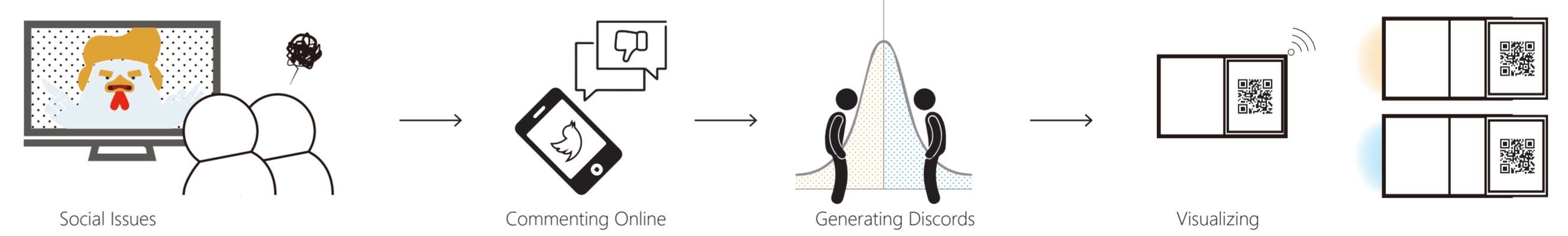
People can sit or use the core, meanwhile affect the physical spaces by expressing themselves. However, "yes" or "no" does not fully stand for discord; indifference and caprice are also included. People could probably make a decision without reason. At this point, our concept fulfils the dynamics of thoughts which are able to influence the spaces. After resting on the stretched core, a man could probably change his mind, while the space is indeed affected. Discords are recorded and experienced in this platform.



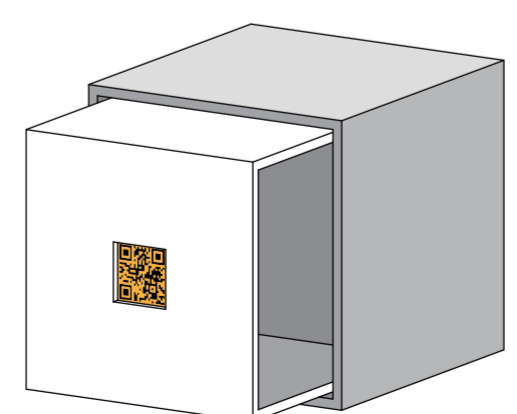
Physical spaces, opinions, and purposes influence patterns of behaviours. Today, even the media and technology complicate the situation.



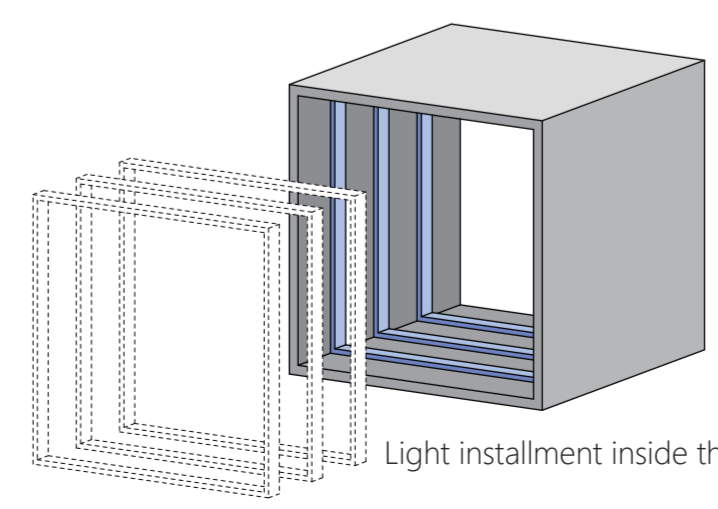
In this raised platform, collision of public space and private property matures the possibilities of different thoughts to meet and challenge each other.



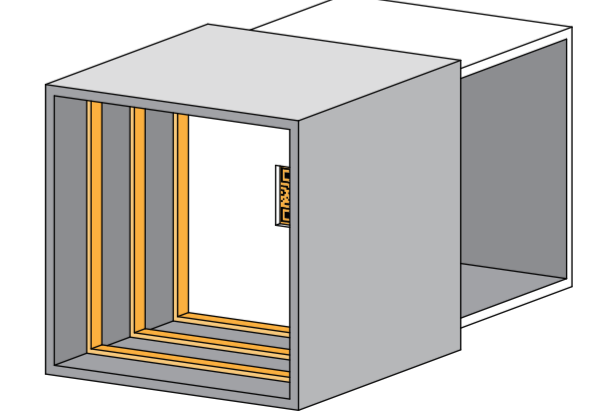
Single module



Scan QR code-Express opinions



Light installment inside the module



Different light represents opposite opinions



